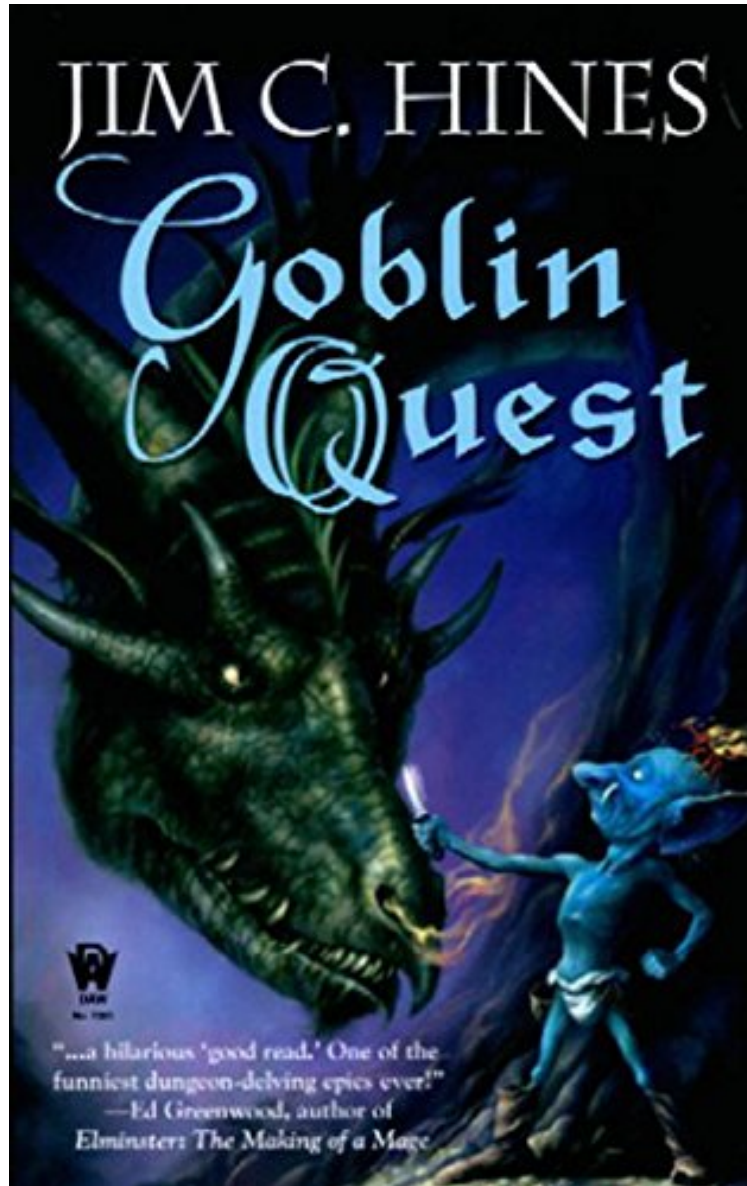


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## Goblin Quest

*Jim C. Hines*

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#200537 in Books Hines, Jim C. 2006-11-07 2006-11-07Original language:EnglishPDF # 1 6.74 x .94 x 4.221, Binding: Mass Market Paperback352 pages | File size: 69.Mb

**Jim C. Hines : Goblin Quest** before purchasing it in order to gage whether or not it would be worth my time, and all praised Goblin Quest:

0 of 0 people found the following review helpful. Starts clumsy, but quickly ramps up to the fun!By H. Grove (errantdreams)The beginning of the tale is clumsy; the adventurers certainly start out as cardboard stereotypes.

However, the tale improves enough along the way that I can't deduct much for that. It's also a humorous tale, about a silly enough subject (fantasy-tale goblins, only as the main characters instead of antagonists), that it doesn't detract as much as it otherwise would. I absolutely love Jig as a character. He's observant and shrewd in his own way, and spending time with the adventurers changes him. He starts to realize more fully both the failings and, occasionally, the unique strengths, of the goblins. It's a fantastic gradual transformation. The lampooning of stereotyped fantasy settings is just so much fun: Adventurers were like fleas. If you didn't kill them right away, soon the blasted things were leaping into everything. There are some fantastic bits of fantasy religion worldbuilding. I love the notion that a god who has more worshipers might be more powerful, but he also has to split his attention between so many people that a worshiper has trouble getting noticed. Whereas a less-popular god has more attention to give to individual followers. I enjoyed *Goblin Quest* enough that I stayed up late to read it. The quality of the writing ramped up very nicely, and I loved the humor of it. I immediately moved on to the next book in the series.

0 of 0 people found the following review helpful. Reverse perspective dungeon crawl, with a twist. By DragonJuggler This was a very original story, and I enjoyed it immensely. I'm very glad I came across it. My full reviews can be found on: [jugglingdragonworm.blogspot.com](http://jugglingdragonworm.blogspot.com) This one can be found at the path: /2017/06/book-review-goblin-quest-by-jim-chines.html 2 of 2 people found the following review helpful. Fantastic Fun! By Cheryl Landmark Oh, my, this was such a fun, hilarious read! A fantasy adventure, complete with humans, elves, dwarves and dragons, all told from a goblin's point of view. Jig was a wonderful character, who, despite his self-deprecating view of himself and all goblins in general, turned out to be very brave, caring and smart. Without him along on their adventure, the others would not have survived for as long as they did, even though none of them really appreciated or thanked him for his help. I loved his amusing descriptions of goblin life and especially their culinary tastes...although, I must say, I'm glad I'm not a goblin! Barius, the human prince, was a total doofus and idiot and fully deserved every single thing that happened to him. Ryslind, his brother and wizard extraordinaire, was creepy and scary. Of the four adventurers, Darnak, the dwarf, was the most likeable, but even he had his weaknesses and fallibilities. Riana, the young elf woman, merited some sympathy from me, but there were times when I didn't like her very much at all. Smudge, the fire spider, and Jig's best friend, was cute and added an element of humour to the story. The quest was full of danger, magic, humour and fast-paced action, which is everything I like to see in a fantasy. And, I will definitely read the next installment in this series to find out what further adventures and mishaps poor Jig gets himself into.

Jig is a scrawny little nearsighted goblin—a runt even among his puny species. Captured by a party of adventurers searching for a magical artifact, and forced to guide them, Jig encounters every peril ever faced on a fantasy quest.

"If you've always kinda rooted for the little guy, even maybe had a bit of a place in your heart for the likes of Gollum, rather than the Boromirs and Gandalfs of the world, pick up *Goblin Quest* - just make sure you keep well away from Golaka's stewpot." - The SF Site From the Inside Flap When Jig's patrol is ambushed by a group of adventurers, he does what goblins do best: throws down his weapon and surrenders. Thus begins Jig's quest, as the adventurers force him to serve as their guide through the labyrinth of tunnels beneath the mountain. Led by Prince Barius Wendelson, their goal is an ancient magical artifact, hidden here ages past. As the group moves deeper into the tunnels, Jig finds himself face to face with creatures of goblin legend: ogres, trolls, not to mention the long-dead servants of the dreaded Necromancer, all leading to one final, deadly battle. To survive, Jig will have to find a way to combine heroism with his own goblin ideals. The result is an unpredictable adventure that will leave readers cheering this unlikeliest of heroes and questioning some of the most basic traditions of fantasy quests.

About the Author Jim C. Hines has been a paid juggler, earned a black belt in two different martial arts, performed yo-yo tricks at the top of the Eiffel Tower, and lived with a brain-damaged squirrel. (Only three of those are true.) One of his earliest stories earned first place in the Writers of the Future contest. He's published more than forty short stories as well as numerous fantasy novels, including the humorous *Jig the Dragonslayer* trilogy, the *Princess* series, which re-imagines traditional fairy-tale princesses as butt-kicking action heroines, and the *Magic Ex Libris* series, about a centuries-old secret society dedicated to the use and control of book magic. In 2012, he won the Hugo for Best Fan Writer. Jim lives in Michigan with his wife, two children, and an unstable number of pets. He can be found online at [www.jimchines.com](http://www.jimchines.com).